

Xenoblade Chronicles™ 3D

1 Important Information

Basic Information

2 amiibo

3 Note to Parents and Guardians

Getting Started

4 Prologue

5 Characters

6 Beginning the Game

7 Save Data Management

Playing the Game

8 Controls

9 Exploring the Field

10 Selecting Targets

11 Menus

Battles

12 Combat Basics

13 Party Affinity

14 Art Icons

15 Buffs

16 Debuffs

17 What Do I Do...? (FAQ)

StreetPass and amiibo

18 Collection Mode

Troubleshooting

19 Support Information

Please read this manual carefully before using the software. If the software will be used by children, the manual should be read and explained to them by an adult.

This software can only be played on a New Nintendo 3DS/New Nintendo 3DS XL system.

Also, before using this software, please select  in the HOME Menu and carefully review content in "Health and Safety Information." It contains important information that will help you enjoy this software.

You should also thoroughly read your Operations Manual, including the "Health and Safety Information" section, before using this software.

Please note that except where otherwise stated, "Nintendo 3DS™" refers to all devices in the Nintendo 3DS family, including the New Nintendo 3DS, New Nintendo 3DS XL, Nintendo 3DS, Nintendo 3DS XL, and Nintendo 2DS™.

Language Selection

This title supports three different languages: English, French, and Spanish.

The in-game language depends on the one that is set on the system. You can change the system language in System Settings.

◆ In-game screenshots in this manual are of the English version of the software.

Important Information

Your Nintendo 3DS system and this software are not designed for use with any unauthorized device or unlicensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the User Agreement. Further, such use may lead to injury to yourself or others and may cause performance issues and/or damage to your Nintendo 3DS system and related services. Nintendo (as well as any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such device or unlicensed accessory. Except as authorized, copying of any Nintendo software is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized.

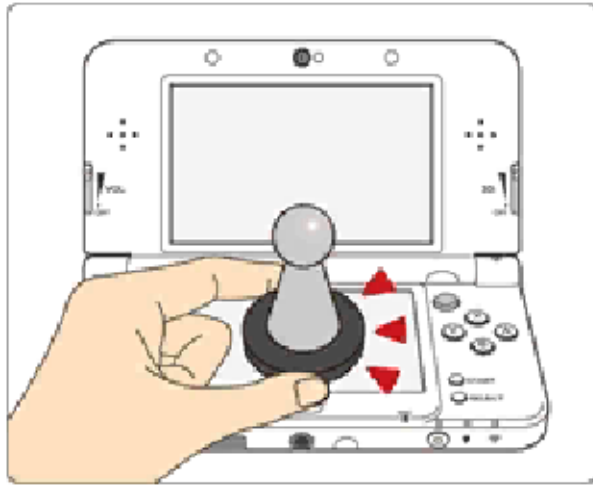
Nintendo respects the intellectual property of others, and we ask Nintendo 3DS software Content Providers to do the same. In accordance with the Digital Millennium Copyright Act in the US, the Electronic Commerce Directive in the EU, and other applicable law, we have adopted a policy of removing, in appropriate circumstances and at our sole discretion, any Nintendo 3DS software that appears to infringe anyone else's intellectual property. If you believe your intellectual property rights are being infringed, please visit www.nintendo.com/ippolicy to view the full policy and understand your rights.

© 2010-2015 Nintendo /
MONOLITHSOFT

Trademarks are property of their respective owners. Nintendo 3DS is a trademark of Nintendo.

KTR-P-CAFE-00

2 amiibo



This software supports . You can use compatible amiibo™ accessories by touching them to the lower screen of your New Nintendo 3DS or New Nintendo 3DS XL system.

Using near-field communication (NFC), amiibo can connect to compatible software to open brand new ways to interact with your favorite Nintendo games. For more information, please visit Nintendo's official website at <http://www.nintendo.com/amiibo>.

- ◆ An amiibo can be read by multiple compatible software titles.
- ◆ If you cannot restore corrupted data for the amiibo, open  on the HOME Menu and then reset the data under "amiibo Settings."

Precaution about amiibo

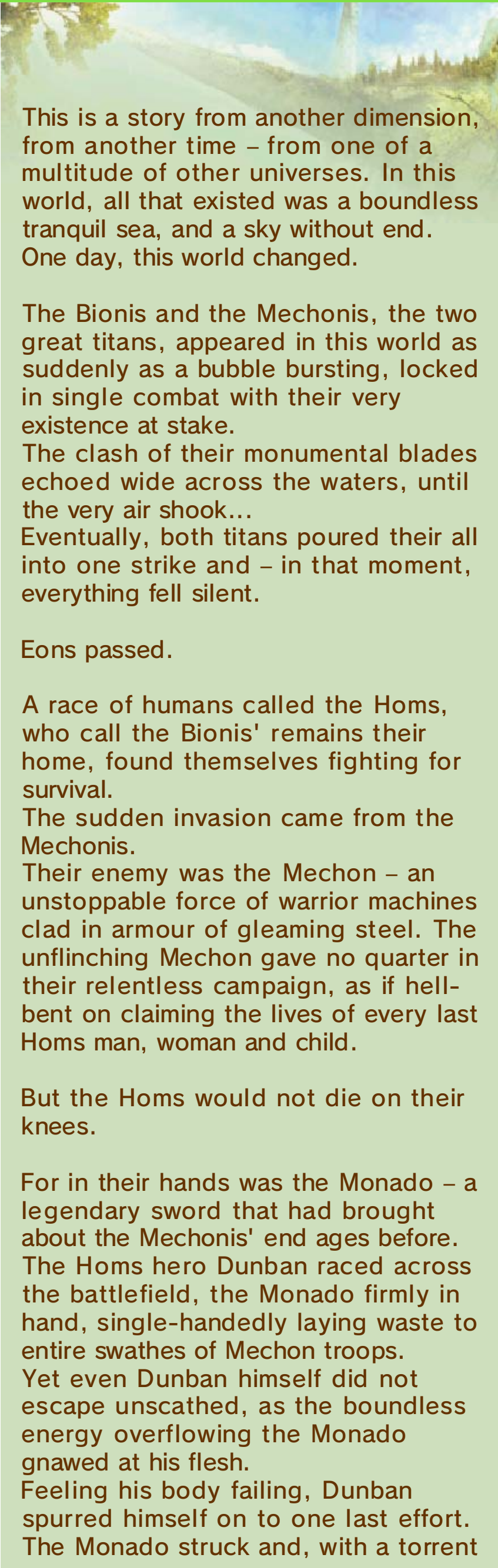
- Just a light touch on the lower screen is enough for the system to detect your amiibo. Do not press the amiibo into the screen or forcefully drag it across the screen.

You can restrict use of the following features by adjusting the options in Parental Controls.

- StreetPass

Restricts the earning of tokens (p. 18) via StreetPass™.

- ◆ Access to this game (as well as other games) can also be restricted through the **Software Rating** item in Parental Controls.
- ◆ Refer to your Operations Manual for information on how to set up Parental Controls.



This is a story from another dimension, from another time – from one of a multitude of other universes. In this world, all that existed was a boundless tranquil sea, and a sky without end. One day, this world changed.

The Bionis and the Mechonis, the two great titans, appeared in this world as suddenly as a bubble bursting, locked in single combat with their very existence at stake.

The clash of their monumental blades echoed wide across the waters, until the very air shook...

Eventually, both titans poured their all into one strike and – in that moment, everything fell silent.

Eons passed.

A race of humans called the Homs, who call the Bionis' remains their home, found themselves fighting for survival.

The sudden invasion came from the Mechonis.

Their enemy was the Mechon – an unstoppable force of warrior machines clad in armour of gleaming steel. The unflinching Mechon gave no quarter in their relentless campaign, as if hell-bent on claiming the lives of every last Homs man, woman and child.

But the Homs would not die on their knees.

For in their hands was the Monado – a legendary sword that had brought about the Mechonis' end ages before.

The Homs hero Dunban raced across the battlefield, the Monado firmly in hand, single-handedly laying waste to entire swathes of Mechon troops.

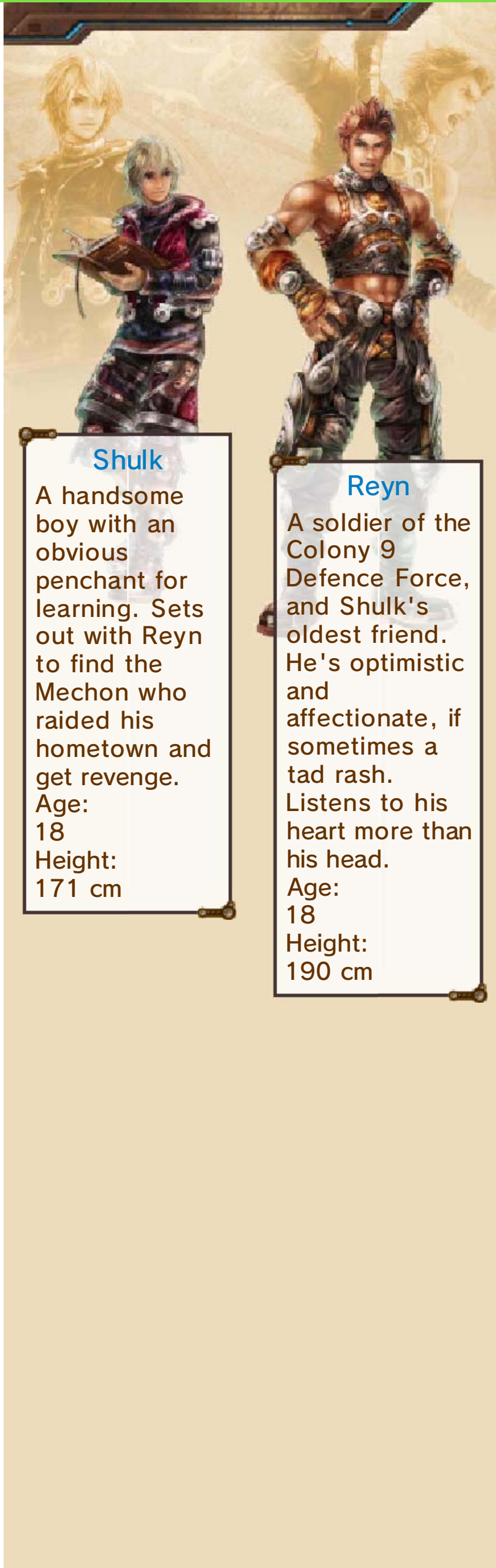
Yet even Dunban himself did not escape unscathed, as the boundless energy overflowing the Monado gnawed at his flesh.

Feeling his body failing, Dunban spurred himself on to one last effort. The Monado struck and, with a torrent

of light rushing from the blade,
obliterated all Mechon caught in the
blast.

A year has now passed since the Homs
stood victorious at their last stand. A
whole new creation myth is about to
unfold.





Shulk

A handsome boy with an obvious penchant for learning. Sets out with Reyn to find the Mechon who raided his hometown and get revenge.

Age:

18

Height:

171 cm

Reyn

A soldier of the Colony 9 Defence Force, and Shulk's oldest friend.

He's optimistic and affectionate, if sometimes a tad rash.

Listens to his heart more than his head.

Age:

18

Height:

190 cm



Fiora

A well-liked girl, always eager to help. Friends with Shulk since they were children, she nurses a little crush. Dunban's younger sister.

Age:

18

Height:

160 cm



Dunban

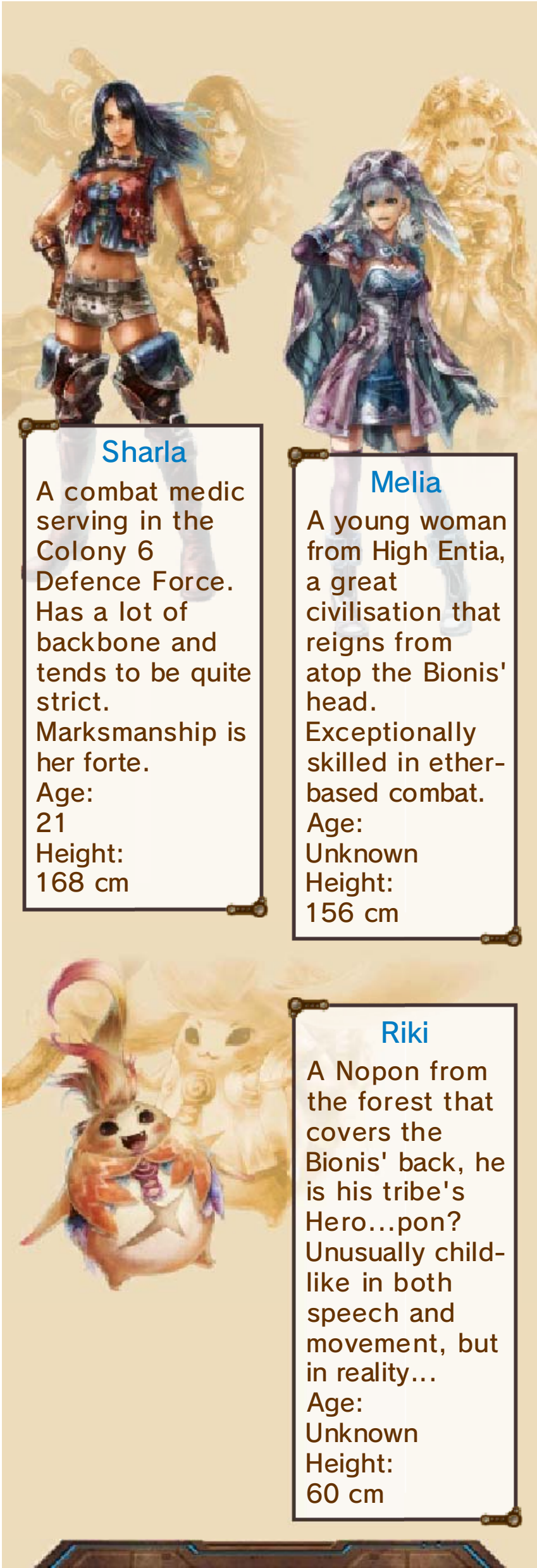
The celebrated Homs hero who slayed countless Mechnon while wielding the Monado. Critically wounded in the decisive battle one year ago, and still recovering.

Age:

30

Height:

180 cm



Sharla

A combat medic serving in the Colony 6 Defence Force. Has a lot of backbone and tends to be quite strict. Marksmanship is her forte.

Age:

21

Height:

168 cm

Melia

A young woman from High Entia, a great civilisation that reigns from atop the Bionis' head.

Exceptionally skilled in ether-based combat.

Age:

Unknown

Height:

156 cm

Riki

A Nopon from the forest that covers the Bionis' back, he is his tribe's Hero...pon?

Unusually child-like in both speech and movement, but in reality...

Age:

Unknown

Height:

60 cm

Use  to select a menu item, then press  to confirm.



New Game

Start a new game.



Continue

Continue from a previously-saved game.



Options

Adjust the settings of your new game.

- ◆ To change the settings for a game already in progress, select  (System) from the in-game Menu Palette.



Collection

Earn tokens and collect character models and music tracks through a raffle. (p. 18)



Manual

Open this electronic manual.



Saving your game

Select  (Save) in the  (System) section of the Menu Palette to save your progress.

- ◆ You can keep up to three separate save game files.
- ◆ You may not be able to save in certain in-game locations.



Loading save data

Select  (Load) in the  (System) section of the Menu Palette to load a previously-saved game.



Erasing save data

You can press  while selecting data to erase the selected data. Alternatively, you can hold down +++ while the game loads (after the Nintendo 3DS logo disappears, until the title screen is shown) to erase all save data.

- ◆ Take care when erasing save data, as data cannot be recovered once erased.

Data can be lost due to user action, such as repeatedly powering off and on the system or removing a Game Card or SD Card while saving. Data loss may also be caused by poor connectivity due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.

8 Controls



Basic Controls

Move party leader	
Select	
Confirm	
Back/Cancel	
Move camera	
Zoom camera out	 + 
Zoom camera in	 + 
Reset camera	 + 
Pause during event scene	



Field Controls

Jump	
Talk/Examine	
Trade	
Target	 / 
Open Menu Palette	
Open area map	



Battle Controls

Switch targets	 /  ¹
Party command: Focus attacks!	 + 
Party command: Engage at will!	 + 
Party command: Come to me!	 + 

¹ Press  +  /  to target the monster nearest to you instead.

You can always select  (Tutorials) in the  (Other) section of the Menu Palette for more information on the controls and other aspects of the game.

- ◆ As you progress through the story, new tutorials will continue to be added.

Field Screen



1. Arrow

If your destination is located in the current area, this marker will show you its direction and distance.

◆ Sometimes the below icons may be shown instead.

 Story Memo	The destination is in another area. Try checking the story memo if you're lost!
 Quest	You're in the middle of a story quest.

2. Monster

3. Party Leader

Mini-map

Displayed on the lower screen, it shows your current position and immediate surroundings.



1. Mini-map Icons



Current position and bearing



Camera direction



Monster



Destination

2. Day/Night

As time passes, day turns into night, and back again.

3. Time

You can manually change the in-game time by going to  (Change Time) in the  (Other) section of the Menu Palette.

10 Selecting Targets

Pressing **[L]/[R]** will automatically target the nearest monster, and display various information about it. Pressing **[L]/[R]** again lets you change which monster is targeted.



1. Target Window

This shows the monster's level and sense type, if any. The window's colour corresponds to the monster's danger level.

Sense Types

 Visual	Attacks your party on sight.
 Sound	Attacks your party when it hears your footsteps close by.
 Ether	Attacks your party when ether is used near it.
 Group Loyalty	Attacks if a member of its group is in combat with your party.
 Species Loyalty	Attacks if a member of its species (kindred monster) is in combat with your party.

Danger Level

	Easy
	Weak
	Equal
	Strong
	Danger

- ◆ Monsters considered "easy" will not attack you unless they are unique monsters. Unique monsters are adversaries powerful enough to have their own name.

2. Fight/Lure

Use  to switch the icon, then press  to activate.

- ◆ During battle, the Flee and Chain Attack options become available.

11 Menus

You can use the various game menus to access information useful when roaming the field, or adjust settings relevant to battles.

Menu Palette

Press ⊗ while in the field to bring it up. Select menu items with ⊕, then press Ⓐ to confirm.



Items

Access this menu to check your inventory or craft ether gems from ether crystals.

Inventory

The lower screen shows a list of your items, while the top screen contains detailed information about the selected item. You can use the tabs to switch between different categories of items. Press Ⓨ to change how the items are sorted. Select an item and press Ⓐ to use or discard it.



1. Categories

2. Items

E

Equipped item

S

Item with slots for ether gems

U

Unique item with fixed ether gems



Party

Select a party member and press  to be able to change their equipment. You can add ether gems to equipment with  (slots).

- ◆ When an item is selected, the stats shown in blue will be raised by equipping the item, while stats shown in red will be lowered.



Character Stats

Auto-Attack Damage	The attack power of auto-attacks.
Strength	Affects the power of auto-attacks and Physical Arts.
Ether	Affects the power of Ether Arts.
Agility	Affects attack accuracy and ability to evade attacks.

"Ether" is a special type of energy that exists in this world. One of the ways the Ether stat can be raised is by adding ether gems to equipment.

12 Combat Basics

All characters will attack regularly (auto-attack) without being instructed to, but you can also unleash Arts to fight even more effectively.

Battle Screen



1. Party Gauge

This represents the party's team spirit. It will appear as you progress through the game.

2. HP Gauge

If a character's HP is reduced to 0, they will become Incapacitated.

3. Battle Palette

Select an Art with , then press  to use it.

Status Window

Displayed on the lower screen, it provides various information about your party members.



1. Current Buffs and Debuffs

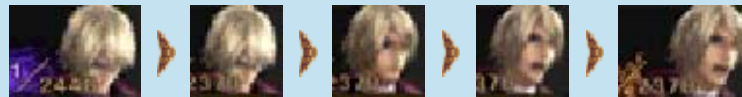
2. Current HP/Max HP

When outside of battle, the party's HP will slowly replenish. Incapacitated characters will also recover.

3. Level

4. Character's Tension

Each character has five levels of Tension (very low→low→normal→high→very high), which represents their individual morale. If a character's Tension is high, they have a higher chance of scoring critical hits and less chance of missing with attacks.



5. SP Bar

A new skill will be learnt each time this is filled.

6. EXP Bar

When this fills up, the character will level up.

13 Party Affinity

Affinity Cries

During battle, you can help out party members who are suffering from low



Tension or certain debuffs (p. 16), or have been Incapacitated. To do so, rush to their side and press Ⓑ when prompted.

Affinity Actions

Carry out these actions when the battle begins and during battle by pressing Ⓑ



when prompted. Try to press the button exactly when the red and blue circles are aligned.

Affinity

Party members with strong affinity can perform extra attacks in battle, help their friends snap out of a Daze, and much more. You can increase the affinity between party members by performing Affinity Cries and Affinity Actions, or by making them gifts by selecting collectable items from the  (Collectables) tab of the inventory (p. 11).

◆ The five affinity levels, from weakest to strongest, are: , , ,  and . You can check the affinity between your party characters by selecting  (Affinity Chart) in the  (Journal) submenu.

Winning a Battle

The party will receive EXP, AP and SP for defeating a monster. If a treasure chest appears, open it to pick up items.

EXP	Earn EXP to level up a character. ◆ You may also earn Affinity Coins or learn new Arts when levelling up.
AP	Use these points to level up character Arts.
SP	Earn these to learn new skills.

14 Art Icons

Select  when your party members are linked by a blue line to initiate a chain attack, enabling the party to attack continuously with Arts until the chain attack is complete.



- ◆ Using Arts of the same color by consecutive party members will increase the length of the chain and improve the damage dealt or health recovered.

Red		Physical Art
Green		Art that inflicts Topple
Pink		Art that inflicts Break
Yellow		Art that inflicts Daze
Orange		Aura Art
Purple		Art that inflicts debuffs on a monster
Blue		Art that heals or grants buffs

- ◆ In addition to the color of an Art's icon, its background also contains information about its effects. For example, note the horizontal bar in the background of  – this indicates it's an Ether Art.

Talent Arts

Each character's Talent Art, found in the middle of their Battle Palette, is unique to that character, and can be chained with Arts of any colour.

15 Buffs

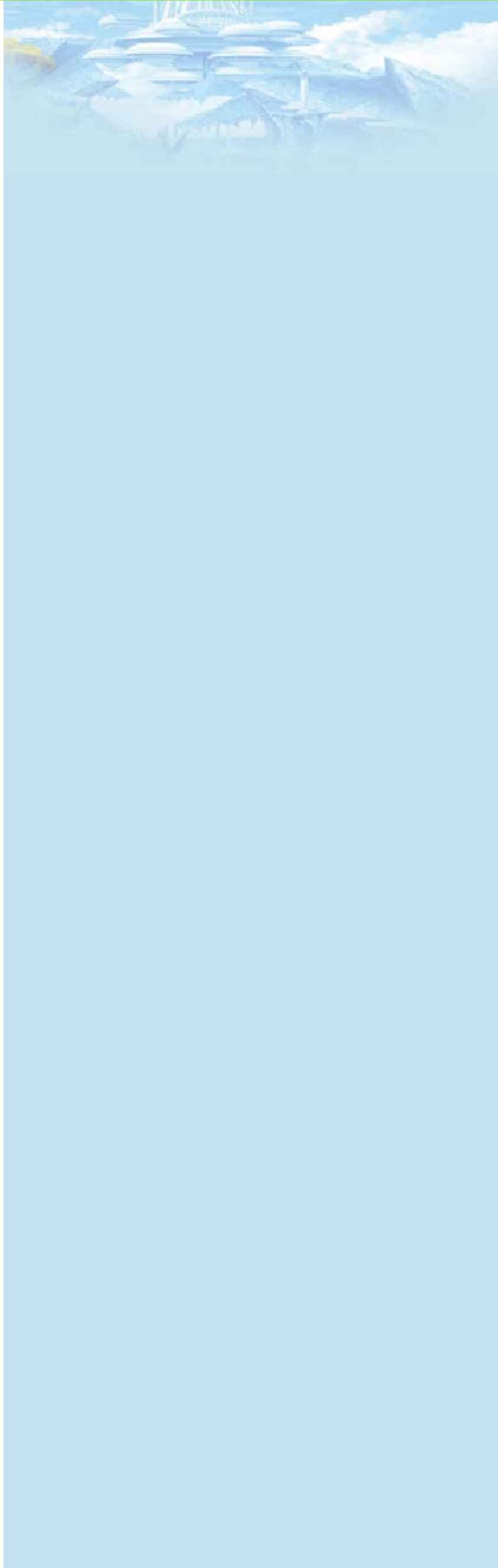
Some of your party members' Arts or enemy attacks have a chance of imparting effects that affect that character's stats. These effects disappear with the end of the battle, or after some time has passed.

- ◆ If you set "Buff/Debuff Info" to "Every Time" in  (Options), you will be able to press  during battle to display an explanation of the given status.

 Strength Up	Raises the Strength stat.
 Physical Protect	Reduces physical damage taken by a certain percentage.
 Ether Up	Raises the Ether stat.
 Ether Protect	Reduces ether damage taken by a certain percentage.
 Agility Up	Raises the Agility stat.
 Regen- erate	Restores HP over time.
 Damage Heal	Restores HP when taking damage.
 Damage Immunity	Nullifies a certain amount of damage taken.
 Debuff Immunity	Makes it impossible to afflict character with debuffs.
 Physical Arts Plus	Increases damage dealt with Physical Arts.
 Reflection	Reflects all attacks apart from Talent Arts.
 Aura	Surrounds character with an aura that grants various buffs.
 Shield	Deflects monsters' Talent Arts. ◆ If monster Art level is no higher than Shield level.

 Enchant	Makes attacks effective against Mechon and increases damage dealt.
 Armour	Increases physical and ether defence and reduces damage taken by a certain percentage.
 Speed	Greatly increases evasion rate.
 Haste	Shortens time between auto-attacks.

16 Debuffs



 Break	Arts can be used to inflict Topple.
 Topple	Evasion drops to zero, and critical damage taken is increased. Arts can be used to inflict Daze.
 Daze	Critical damage taken is increased, and Awakening and any other Auras are removed. While a monster is Dazed, its aggro will not increase.
 Sleep	Disables auto-attacks and Arts, and all damage taken becomes critical.
 Confuse	Makes target stop fighting and run around aimlessly instead.
 Bleed	Deals damage over time.
 Poison	Deals damage over time.
 Blaze	Deals damage over time.
 Chill	Deals damage over time.
 Slow	Lengthens time between auto-attacks and reduces movement speed.

 Paralysis	Confers a certain percentage chance that auto-attacks will fail. Disables double attacks and counter-attacks.
 Bind	Prevents movement (but targets within range can still be attacked).
 Lock-On	Makes it impossible to switch to a different target.
 HP Down	Reduces maximum HP.
 Strength Down	Lowers the Strength stat.
 Physical Def Down	Increases physical damage taken.
 Ether Down	Lowers the Ether stat.
 Ether Def Down	Increases ether damage taken.
 Agility Down	Lowers the Agility stat.
 Pierce	Physical and ether defence become ineffective.
 Arts Seal	Prevents use of any Arts, apart from Talent Arts.
 Aura Seal	Prevents any Aura-related effects from activating.

Spike

Getting too close to, or attacking, monsters with the Spike ability may cause characters to take damage or suffer various debuff effects.



How can I make my allies attack the Mechon?

You can use the  (Enchant) Monado Art to let your party members damage Mechon enemies.

- ◆ The effects of Enchant are only temporary and will expire after a while.

What do I do when the Monado's attacks don't work?

When your party members are connected with a blue line, select  to initiate a chain attack (p. 14). You may need to inflict Break, and then Topple, on certain enemies in order to attack them effectively.

- ◆ The higher the affinity between your party members, the easier it becomes to perform chain attacks.

Why do I keep losing fights...?

You could try equipping items that raise auto-attack damage or the Strength stat (p. 11), or levelling up your Arts by going to the  (Arts and Skills) section of the Menu Palette and selecting  (Arts). Going back and trying to level up your party members is also a good way. Once you're three levels higher than your opponents, you should find the fights a lot easier.

How do I set up skills again?

First things first. Open the Menu Palette, then go to  (Arts and Skills), followed by  (Skill Trees). From there, you can select the Skill Branch (trait) whose skills you would like each character to learn. Additionally, you can use Affinity Coins (p. 13) to let party members use other party members' skills through Skill Links.

- ◆ For example, learning Reyn's "Battle Character" skill will increase the attack power of his equipped weapon, while Shulk's "Healing Wisdom" will improve the healing power of his Healing Arts.

My Party Gauge isn't really going up... What gives?

The Party Gauge will increase a lot quicker if you try to trigger the bonus effects of your characters' Arts, for example by using Shulk's "Back Slash" to attack monsters from behind and deal extra damage.

- ◆ The conditions for triggering an Art's bonus effect are written in red in the Art's description on the Battle Palette.
- ◆ Another way to increase the Party Gauge is by successfully achieving Burst Affinity.



Collection mode lets you collect 3D models of various in-game characters as well as music tracks from the game.



- ◆ If you have headphones plugged in, you will be able to listen to the music tracks even with the system closed.



Raffles

You can expand your collection by taking part in the Model Raffle and the Music Raffle. To do this, you will need to use tokens.



Earning Tokens



Earning tokens through StreetPass

If you have activated StreetPass for Xenoblade Chronicles 3D, you will receive 2 tokens every time you meet another player via StreetPass.



Earning tokens for Play Coins

You can exchange 5 Play Coins for 1 token. Play Coins are earned by walking around with your New Nintendo 3DS system.



Earning tokens using amiibo

If you have a Shulk amiibo, you can use it once per day to receive 3 tokens.

Activating StreetPass

You can activate StreetPass by selecting "Manage StreetPass" from the Collection menu.

- ◆ StreetPass functionality for this game can be deactivated in the same way.

19 Support Information

Nintendo Customer Service
SUPPORT.NINTENDO.COM

USA/Canada:
1-800-255-3700

Latin America/Caribbean:
(001) 425-558-7078